

SECTION-C

- 5) a) What do you understand by a class? How to define it? How is it different from an object? What is use of constructors and destructors in a class? (10)
- b) Can constructors and destructors be overloaded? If yes, how? If not, why not? (10)
- 6) a) What do you understand by inheritance? How is it implemented in C++? Discuss in detail with the help of suitable examples. (10)
- b) What is a friend function? Explain with the help of example code. (5)
- c) What is a container class? How is it implemented in C++? (5)

SECTION-D

- 7) a) How to overload prefix and postfix increment operator in C++? Explain with the help of example code. (10)
- b) What is a pure virtual function? How is it useful in implementing run time binding? (5)
- c) How exception is handled in C++? (5)
- 8) a) Write a program to insert a line of text in a file and then copy the contents of that file into another file. (10)
- b) How to access a file randomly? Discuss various functions available for accessing a file randomly. (10)

SECTION-E

9. **Write briefly :**
- a) What do you understand by reusability?
- b) What are the rules for naming a variable in C++?
- c) What is the use of continue statement?
- d) What do you understand by scope and lifetime of a variable?
- e) Differentiate between a structure and a union.
- f) How to define a macro in C++?
- g) Differentiate between public and protected data member.
- h) What is an inline member function?
- i) What is function overloading?
- j) How to find a character in a string?